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CLASSROOM INTERACTION

PAST | PRESENT | FUTURE



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THE HISTORY OF CLASSROOM INTERACTION




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CLASSROOM INTERACTION TODAY






What is in a name?



- Matures 1900-1945, The greatest generation-
Attributes-command and control, self-sacrifice
 - The Baby Boomers 1946-1964, Me
generation, Attributes-optimistic, workaholic
 - X-generation 1965-1982, Latchkey
generation, Attributes-independent, skeptical
 - Millennials 1982- 1997, Net generation
Attributes-Hopeful determined
- 



Net Generation


- Digital natives (Prensky, 2001)
 - Grew up with a computer in their home
 - Spend as much or more time on the computer than watching TV
 - Do not see technology as previous generations
 - Learners are not the same
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- “It’s not ADD, I’m just not listening”
 - “Born to be wired”
 - “Internet is like oxygen, they can’t imagine living without it” (Oblinger & Oblinger, 2006)
 - “Engage me or enrage me” (Prensky, 2005)
 - Learn what they want, when they want, about most anything they want (Oblinger & Oblinger, 2006)

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- Desire for web-based courses- NOT
 - Social creatures
 - Some integrated “technology” in the classroom
 - First person learning
- 




Classroom Implications

- Keep the atmosphere stimulating
 - Student centered learning
 - Immediacy
 - Interactive groups
- 




Classroom Integration

- Gaming
 - Learning communities
 - Audience response technology
- 



Next generation

- What is their name?
 - What are their attributes?
 - How will teaching respond to them?
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References

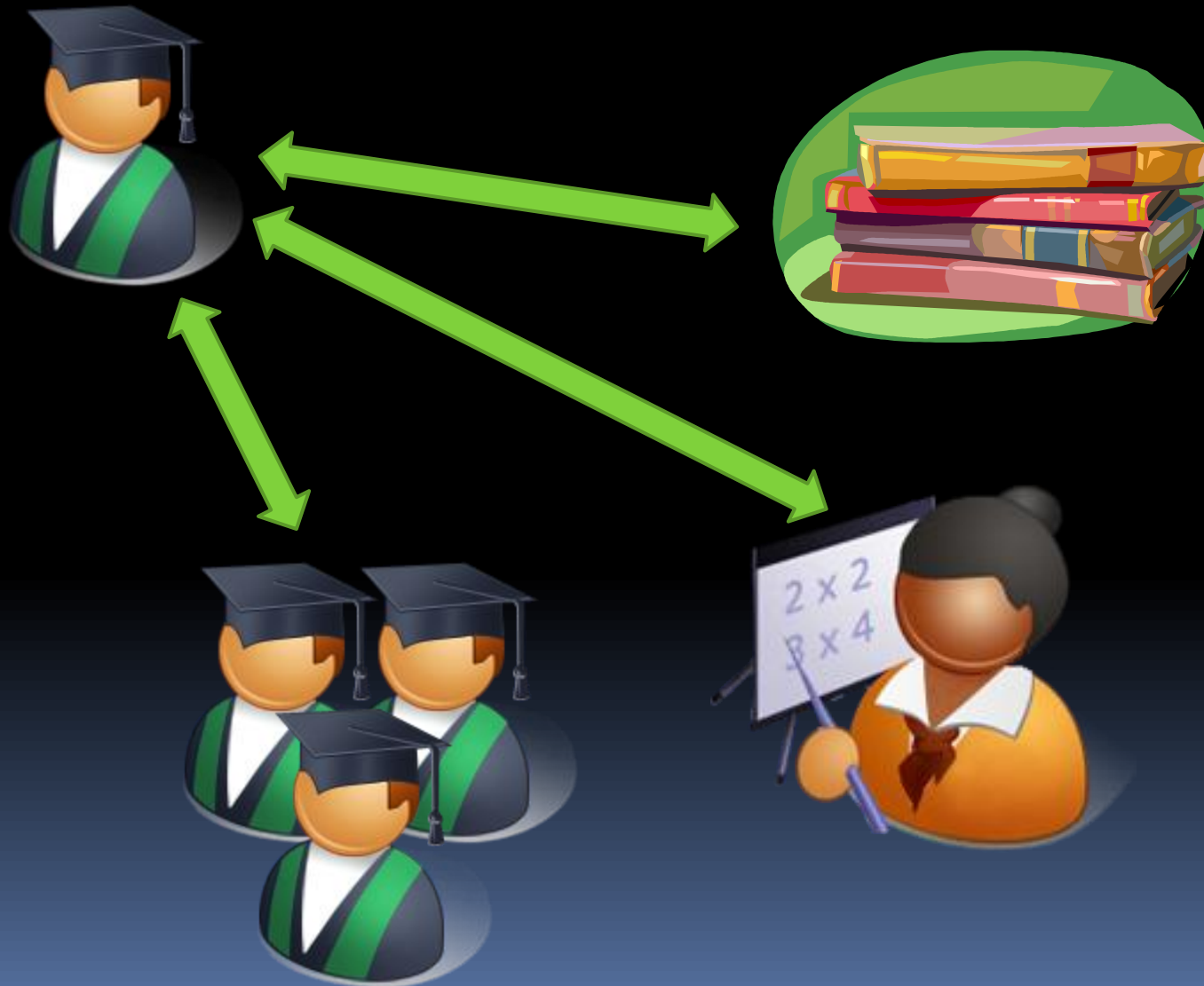
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Mark Jones

“CLICKERS” – A CLASSROOM INTERACTION TOOL


3 Dimensions of Interaction











Classroom Example

- Before Clickers
 - After Clickers
- 








Which of Canton's threats to individuals by 2015 concerns you the most?

-  A. Brain implants to modify behavior
 -  B. Personal DNA theft
 -  C. Surveillance technology
 -  D. Neuro-advertising
 -  E. Gene vaccines that eliminate undesired behaviors
- 



Merit Pay will improve
education.

-  A. Strongly Agree
 -  B. Agree
 -  C. Disagree
 -  D. Strongly Disagree
- 



Regina Foster

THE FUTURE OF CLASSROOM INTERACTION

Mossbrook Special School, Sheffield, England



Customizable Learning Environments

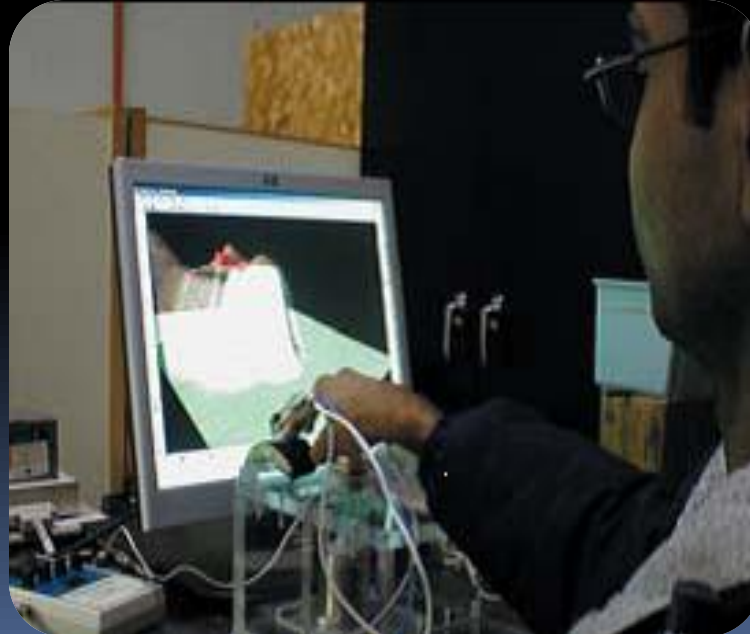


GOOrU is a concept for a customizable education system that replaces books, writing utensils, and desks. The three-part technology system consists of an interactive PDA called the Goo Ball, a backpack, and a removable flexible LCD screen for each student. www.hlb.com



Fingertip Digitizer

The Fingertip Digitizer can transfer to personal computers very precise information about the physical characteristics of an object—and even sense the shape and size of a human gland or tumor—when a user taps, scratches, squeezes, strokes, or glides a finger over the surface of the object. www.vrlab.buffalo.edu



VirtuSphere

The VirtuSphere enables six degrees of freedom. One can move in any direction—walk, jump, roll, crawl, and run over virtually unlimited distances without encountering real-world physical obstacles. www.virtusphere.com



Handheld Planetarium



Simply point the SkyScout at any star in the sky and click the *target* button. The SkyScout identifies what you are looking at. The SkyScout also includes entertaining and educational audio and text information, including facts, trivia, history, and mythology about our most popular celestial objects.

www.celestron.com

Handheld Augmented Reality



In the augmented-reality environment, virtual images have been layered on top of those in the real world. HARP uses global positioning system (GPS) technology to track people's movements and confront them with a computer-generated image or situation pertaining to the scenario.

sites.harvard.edu/harp

Holographic Projection

3D HoloProjection provides the capability to remove a physical room visually and replace it with a created and/or real multidimensional visual environment.

www.3dh.net



Text to Scene Technology

Semantic Light has created a technology that enables anyone to be a 3D graphic artist by typing a picture. WordsEye takes a user's text description of a scene and then generates a fully rendered scene based on the description.

www.semanticlight.com



A microphone is in front of a clown. The microphone is three feet above the ground. It microphone is facing the clown. A brick wall is behind the clown. The light is on the ground. The light is in front of the clown. The clown. The light is on the ground. The light is in front of the clown. The ground. It microphone is facing the clown. A brick wall is behind A microphone is in front of a clown. The microphone is three feet above

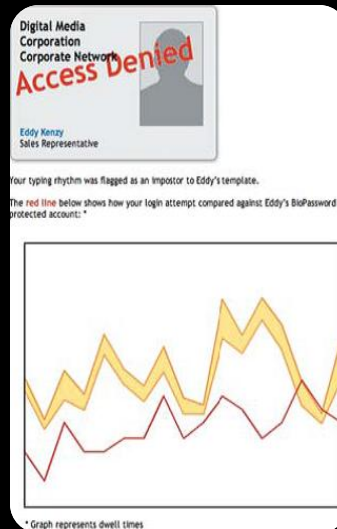
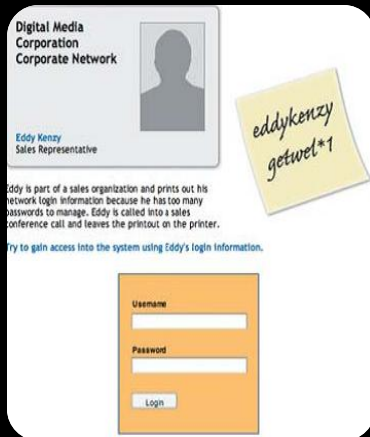
Infrared and Laser Input Devices

The Virtual Keyboard projects a keyboard image onto any surface. Touching a key's image generates a unique electronic signal corresponding to the key's image that was touched.

www.virtualdevices.net



Biometric Authentication



What is it?

BioPassword combines the user's login credentials (user password and ID) with the behavioral biometric of keystroke dynamics (unique typing rhythm) to provide an accurate security solution that is specific to the user and which monitors and authenticates credentials. BioPassword authentication software is fast, accurate, transparent, scalable to millions of users, and immediately deployable across the organization and Internet without the need for expensive tokens, cards, or other specialized hardware.

www.biopassword.com

And Finally... Just-in-Time Support



AskMeNow provides virtually instantaneous answers to any question. Questions can be sent via text messaging to 27563 (ASKME) from a mobile phone and answers are received in moments. Sending the text message WORD to 27563 will enable the user to learn the word of the day. www.askmenow.com